



Amazing Races: Drow!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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Racial Feats and Racial Character Traits

Several new feats are featured below for members of the drow race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder® Roleplaying Game*:

Advanced Player's Guide™

Drow Feats

DARKLANDS ELITE

[COMBAT, TEAMWORK]

You are part of a highly-trained drow strike force.

Prerequisites: base attack bonus +1, drow

Benefit: Whenever you successfully use the aid another action to improve the attack rolls or Armor Class of an allied drow who also possesses this feat, you gain a bonus on attack and damage rolls with attacks of opportunity equal to the number of allied drow within your reach that also possess this feat.

DEMONIC CONSULAR

You depend on the profane counsel of your demonic familiar.

Prerequisites: Improved Familiar (quasit), drow

Benefit: Whenever your quasit familiar uses its *commune* spell-like ability on your behalf, you gain a +2 profane bonus on all Intelligence-based skill checks and on initiative checks for 1 hour. After the first hour, your will is wearied by the influx of power, and you take a -1 penalty on Will saving throws for 1 additional hour.

DEMONIC MINISTERION

You can endure mental stresses that would madden others.

Prerequisites: Demonic Consular, Improved Familiar (quasit), drow

Benefit: You suffer no penalty after gaining the benefits of your Demonic Consular feat.

POISONOUS SPELL [METAMAGIC]

You can suffuse a spell with a dose of venom.

Prerequisites: drow

Benefit: You may alter a spell that you cast so that the spell is infused with a single dose of poison (which is consumed as a material component during the casting). The spell must target one or more creatures, and must include a saving throw to negate or reduce the effects. Targets that fail their saving throws are exposed to the poison. For

each target beyond the first, the DC of the poison is reduced by 1.

A poisonous spell takes up a spell slot two levels higher than the spell's actual level.

SPIDER-SPEAKER

You can empathically influence arachnids.

Prerequisites: wild empathy, drow

Benefit: You can influence arachnids and arachnid monsters (such as phase spiders) with your wild empathy ability.

VICIOUS VITALITY

A ferocious sense of sadism sustains you.

Prerequisites: character level 5th, drow

Benefit: Whenever you recover hit points after resting, you gain a number of temporary hit points equal to your Charisma score. These temporary hit points last for only 24 hours.

**:See the Pathfinder® Roleplaying Game: Advanced Race Guide*

Drow Character Traits

DEMONCALLER

You are a demoniac well-practiced in the arts of summoning.

Benefit: Creatures with the demon subtype that you call with a conjuration (summoning) spell gain a number of additional hit points equal to the level of the spell used to conjure them.

TEMPTER

You have a knack for divining the secret desires of others.

Benefit: You gain a +2 trait bonus on checks made to convince a charmed creature to do something it normally wouldn't.

TRAITOROUS INSTINCTS

Like so many of your kind, treachery comes naturally to you.

Benefit: You gain a +1 trait bonus on attack rolls against drow.

WICKED PLEASURES

You take profane pleasure in torturing the helpless or dying.

Benefit: You can deliver a special coup de grace that takes 1 minute to perform. Whenever you kill a conscious and living creature in this way, you gain a +1 trait bonus on all attack rolls made against living creatures for 1 hour.

Alternate Racial Traits

As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide™*, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

Betrayer: Drow with this racial trait gain Betrayer and Quick Draw as bonus feats (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of the Betrayer feat), even if they do not meet the usual prerequisites.

This racial trait replaces the spell-like abilities trait.

Convolutd: A drow with this trait gains Additional Traits as a bonus feat, owing to a complex personal history. Additionally, the drow may select that feat multiple times. Each time beyond the first, the drow selects only one additional trait (not two). Chosen traits must belong to different lists, as usual.

This racial trait replaces the poison use trait.

Deadly Grace: Whenever a drow with this trait makes a CMB check to attempt a combat maneuver that would normally provoke an attack of opportunity, that maneuver provokes an attack only if his CMB check fails.

This racial trait replaces the poison use trait.

Poisoned Mind: A drow with this trait is immune to ability damage or drain to his mental ability scores.

This racial trait replaces both the keen senses and spell-like abilities traits.

Stealthy: Drow with this racial trait gains Stealthy as a bonus feat, and may re-roll a single Stealth skill check once per day. The drow must take the result of the re-roll, even if it is worse.

This racial trait replaces both the keen senses trait and the *dancing lights* and *faerie fire* spell-like abilities.



Racial Archetypes

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

THE MALUS (Drow Magus Archetype)

The malus consorts with darker powers than do traditional magi. Some muse that it was demonic conference which brought the tradition to the drow, but whatever their origin, there can be no doubt that the malus is truly a paragon of wickedness.

A malus has the following class features:

Alignment: any evil

Armor Proficiency: A malus gains no ability to cast magus spells in medium or heavy armor.

Malus Arcana (Su): A malus adds the following abilities to the list of magus arcana that he may choose from.

Bloodthirsty Blade (Su): The malus can spend 1 point from his arcane pool as a swift action to imbue his weapon with the power to inflict bleeding wounds. If the weapon strikes a creature within 1 minute, that creature takes 1 point of bleed damage each round until the effect is stopped. The bleeding wound resists healing spells as if the target possessed spell resistance equal to 10 + the malus' class level. The bleeding can be stopped by normally nonmagical means.

Cruelty (Su): The malus can select one cruelty from the list of cruelties available to members of the antipaladin alternate class. The malus must have a class level equal to the antipaladin level required to gain access to that cruelty. By spending 1 point from his arcane pool, the malus may imbue his weapon with the ability to afflict any cruelty that

he knows. The save DCs for a malus' cruelties are equal to 10 + half the malus' class level + his Intelligence modifier. His malus levels count as antipaladin levels for the purposes of determining the effects of the malus' cruelties.

Malicious Abjurations (Su): At 5th level, a malus adds *protection from good* to his spell list as a 2nd-level spell. At 11th level, a malus adds *magic circle against good* to his spell list as a 4th-level spell. At 17th level, a malus adds *dispel good* to his spell list as a 6th-level spell.

This ability replaces all bonus feats.

Hex Pool (Su): At 7th level, when a malus prepares spells, he may decide to spend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point that he expends the magus gains the ability to use a single hex, chosen from the list of basic hexes available to members of the witch class, usable once only. If the magus does not use these abilities before he next prepares spells, he loses access to those hexes. The magus may only gain access to hexes with activated abilities. Hexes which do not require an action to use may not be accessed in this way.

This ability replaces medium armor and knowledge pool.

Major Hex Pool (Su): At 13th level, when a malus prepares spells, he may spend 2 points from his arcane pool to gain access to a single major hex, gaining access to the one-time use of that hex in a fashion identical to that granted by the hex pool ability. Major hexes which do not require an action to use may not be accessed in this way.

This ability replaces heavy armor.

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